

Morgan James

Portfolio: morganjames.dev

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**I am a Full Stack Unity Application and Game Developer with 7+ years of experience.
I hold dual citizenship in the United States and Wales.**

Skills

- **Programming Languages:** C#, C++, HLSL, HTML, CSS
- **Software:** Unity 3D, HDRP, ShaderGraph, Unreal Engine, Visual Studio, GitHub, Blender/3DS Max, Jira, Adobe Photoshop/Premiere, Trello, Audacity, Vuforia, Photon
- **Hardware:** Oculus VR, Pico VR, Tobii Eye-tracking, Android Development, GameBoy Development, V-walls, Dome displays, Bespoke Simulators
- **Industry Experience:** Agile development, technical documentation writing, Object-oriented programming principles

Education

BA(Hons) 1st Computer Game Programming, 2020, University of Gloucestershire, Cheltenham

Work Experience



Transfr, New York City, New York USA
Sr Unity Developer

04/2022-Present

- Created custom VR job training simulations using the in-house SDK and Unity 3D, tailored to meet the specific needs and preferences of the customer.
- Optimized the usability and effectiveness of the SDK to enable intuitive and engaging learning experiences within VR.
- Developed innovative solutions for seamlessly translating real-life interactions into the virtual space, through the creation of reusable and realistic mechanics.
- Composed comprehensive documentation for the SDK to facilitate the onboarding process for non-technical employees, both new and existing.



Space Forge, Cardiff, Wales
Unity Software Developer

01/2022-03/2022

- Designed and implemented the user interface for a pioneering end-to-end satellite system capable of independent launch, material manufacturing in orbit, recovery, refurbishment, and relaunch.
- Explored and prototyped cutting-edge factory solutions utilizing augmented and virtual reality technology.
- Integrated back-end data with the interface, resulting in the creation of a dynamic profile display system that presents relevant information to specific users.



Drilling Systems, Bournemouth, Dorset, England

Graphics Programmer

08/2021-01/2022

- Offered comprehensive support for a global deployment of Drilling System simulators, ensuring their optimal performance and functionality.
- Contributed to a diverse range of projects, including the development of V-walls, Dome displays, and VR applications.
- Proactively maintained and upgraded the underlying Unity framework, ensuring that projects were built on a stable and efficient platform.



The Open University, Milton Keynes, England

Unity VR Developer

06/2020-06/2021

- Implemented VR simulations of healthcare procedures, translating complex concepts into interactive, user-friendly experiences for education and training.
- Pushed the boundaries of VR technology by implementing advanced interaction techniques, driving innovation in the industry.
- Pioneered new testing methodologies for the project, such as the use of an input recording and replay system, which significantly accelerated development and improved the overall quality of the simulations.
- Built reusable and scalable systems and tools that streamlined the workflow and development process for the team, improving productivity and efficiency.
- Orchestrated in-depth technical documentation that instituted a basis for future projects at the Open University.



DTT, Amsterdam, Netherlands

Unity Developer

07/2018-07/2019

- Participated in the successful launch of six applications and games across IOS, Android, and Web platforms, ensuring a smooth and seamless process for users and clients.
- Elevated the functionality and user experience of existing applications and games through extensive rewrites and optimizations that aligned with client needs, resulting in strengthened client relationships.
- Collaborated effectively with the web team to design and implement robust back-end systems for multiple apps and games, including a content management system that facilitated seamless updates and deployments.
- Directed and executed the production of marketing materials, such as videos and images, for over six applications and games, resulting in increased visibility and engagement with users.



Camp Jorn YMCA, Manitowish Waters, Wisconsin, USA

Summer Camp Counselor

06/2017-09/2017

- Expertly supervised a range of activities, including shooting, archery, sailing and high ropes, ensuring the safety and enjoyment of day campers.
- Obtained formal lifeguard and first-aid certifications, further enhancing the safety of the campers under my care.
- Fostered an environment of inclusivity and creativity among campers by facilitation the creation and execution of personalized daily agendas.



Roadchef, Magor, Wales
McDonalds Team Member

12/2015-03/2016

- Mastered the station I was assigned and consistently prepared high-quality burgers and sandwiches for customers.
- Trained new hires on proper grilling techniques and food safety protocols, contributing to the smooth operation of the kitchen team.
- Assisted in inventory management and ordering of supplies, ensuring the stations were always stocked and ready for service.



Newport City Council, Monmouthshire, Wales
Teaching Assistant

09/2014-06/2015

- Assisted in the delivery of lesson plans for GCSE level mathematics, aimed at enhancing student comprehension and engagement.
- Offered one-on-one and small group tutoring sessions to peers requiring additional support, resulting in enhanced test scores and overall grades.
- Collaborated with other students and the math department to devise and implement new teaching techniques, resources, and assessments to improve student learning.